

Basic scores	On	In
	Table	Hand
Chow	0	0
Pung - simple tiles (2-8)	2	4
Pung - honour tiles (1/9/W/D)	4	8
Kong - simple tiles (2-8)	8	16
Kong - honour tiles (1/9/W/D)	16	32
Pair of Dragons	2	
Pair of own Wind (seat Wind)	2	
Pair of prevailing Wind (round Wind)	2	

**Basic scores for the winner**

Mahjong	20
Mahjong by self-drawn tile from living wall	2
Mahjong by only possible tile	2
Mahjong by completing a pair	2
Pe-ling eats cake - Mahjong by Circles 1 only if it completes a pair with Bamboo 1	10

**Regular Hands***Ready Hand: RP*

Heaven's Blessing	The Natural Winning, Mahjong (by East) by the 1st 14 tiles	2000
Earth's Blessing	The Unnatural Winning, Mahjong by 1st tile East discards	1000
Big Four Winds *	4 Pungs/Kongs of Winds + any Pair	2000
Big Three Dragons *	3 Pungs/Kongs of Dragons + any Chow/Pung + any Pair	2000
Imperial Jade *	Pungs/Kongs and/or Chows of "green tiles" (Bamboo 2,3,4,6,8 and/or Green Dragon)	2000
Four Hidden Kongs	4 quartets + any Pair	2000
Heads and Tails *	Pungs/Kongs of 1's and 9's + Pair of 1's or 9's	2000
Winding Snake *	1,1,1 + 2,3,4,5,6,7,8 + 9,9,9 + 2/5/8 to form a Pair All tiles of 1 type	1000

\* may be played open i.e. on the table

RP regular points

**Non-regular Hands***Ready Hand: 1/2*





Nine Gates	1,1,1,2,3,4,5,6,7,8,9,9,9 + a tile forming a Pair; all tiles of 1 type	2000
Thirteen Unique Wonders	Numbers 1+9 + Bamboo 1+9 + Circles 1+9 + W+S+N+F+C+P + 1 tile forming a Pair	2000
Straight of Winds	1+2+3+4+5+6+7+8+9 (1 type) + E+W+S+N + 1 tile forming a Pair	1000
Straight of Dragons	1+2+3+4+5+6+7+8+9 (1 type) + F+C+P + 1 tile forming a Pair	1000
Peking Garden	1+2+3+4+5+6+7 + E+W+S+N + F+C+P	1000
Twins	7 Pairs - any tiles	250
- clean	7 Pairs - tiles of 1 type and Winds and/or Dragons	500
- very clean	7 Pairs - 1's/9's of 1 type and Winds and/or Dragons	1000
- pure	7 Pairs of 1 type (no Winds, no Dragons)	1000
- honour tiles	7 Pairs of Winds and/or Dragons	2000



Doublings for the winner		
All Chows	Mahjong by 4 Chows + any pair	1
All Pungs	Mahjong by 4 Pungs + any pair	1
All simples	Mahjong with tiles 2-8 only	1
Little Four Winds	Mahjong by 3 Pungs/Kongs of Winds + Pair of Winds + any Pung or Chow	1
Little Three Dragons	Mahjong by 2 Pungs/Kongs of Dragons + Pair of Dragons + 2 Chows and/or Pungs of any tiles	1
Robbing a Kong	Mahjong by the tile that another player is using to promote an open Pung to a Kong	1
Kong with blossom	Mahjong by tile from the Dead Wall after a Kong	1
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Gathering the plum blossom from the roof	ditto, the tile is Circles 5	3
Kong on Kong (Twofold Plenty)	Mahjong after 2 consecutive Kongs, 2nd tile from Dead Wall is the winning tile	2
Hidden treasure	Mahjong by self-drawn tiles only (Concealed Hand)	2
Winning from the bottom of the sea	Mahjong by the last tile from the living wall, self-drawn	1
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Catching the moon from the bottom of the sea	ditto, the tile is Circles 1	3

Doublings for all players		
	Pung or Kong Dragons, own Wind or prevailing Wind	1
	3 concealed Pungs (a Kong is a concealed Pung)	* 1
	4 concealed Pungs (a Kong is a concealed Pung)	* 2
	3 concealed Kongs	* 2
	4 Kongs	* 3
Clean Hand	1 type of tiles + Winds/Dragons ----- Only 1's and 9's + Winds/Dragons	** 1
Very clean Hand	1's and 9's of 1 type + Winds/Dragons	** 2
Pure Hand	1 type of tiles ( no Winds, no Dragons) ----- Only Winds/Dragons	** 3

\* Doubling may not be combined  
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Tallies	Value		Number
8 black dots	10		10 100
1 red dot	100		9 900
5 red dots	500		2 1000
7 red + 2 black dots	1000		1 1000
			22 3000

